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**Programming  
JavaScript  
Applications**

Justin Kelly

For web  
developers and  
other  
programmers  
interested in  
using  
JavaScript,  
this  
bestselling

book provides programmers who  
the most want to learn  
comprehensive the programming  
JavaScript language of the  
material on the web, and for  
market. The current  
seventh edition JavaScript  
represents a programmers who  
significant want to master  
update, with it.  
new information [Node.js in Action](#)  
for ECMAScript John Wiley & Sons  
2020, and new Beginning JavaScript  
chapters on lan with DOM Scripting  
guage-specific and Ajax is an  
features. essential resource for  
JavaScript: The modern JavaScript  
Definitive programming. This  
Guide is ideal completely updated  
for experienced second edition covers

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everything you need to know to get up-to-speed with JavaScript development and add dynamic enhancements to web pages, right from the basics. As well as focusing on client-side JavaScript, you will also learn how to work with the Browser Object Model, the Document Object Model (DOM), how to use XML and JSON as well as communicate with service side scripts such as PHP. Find out how to: Construct good JavaScript syntax following modern coding practices Use JavaScript to communicate with the server and retrieve data Dynamically manipulate markup, validate forms and deal with images Debug applications	using features inside the browser JavaScript is one of the most important technologies on the web. It provides the means to add dynamic functionality to your web pages and serves as the backbone of Ajax-style web development. Beginning JavaScript with DOM Scripting and Ajax will take you from being a JavaScript novice to work freely with this important technology - begin your JavaScript journey today! What you'll learn What functions, variables, events and objects are and how to use them. How build a site that will still work in the case that JavaScript is turned off. How to access and update part of the page using code. How to use JavaScript to	communicate with the server and retrieve data. How to use JavaScript to for form validation and user feedback. How to use Third-Party Libraries like jQuery. Who this book is for Beginning JavaScript with DOM Scripting and Ajax is for the person who has a good grasp of HTML and CSS but wants to add JavaScript to their skillset. If you want to learn some basic programming concepts, have experience but need help updating your skills, or you're coming from another language, Beginning JavaScript with DOM Scripting and Ajax can help. Table of Contents Getting Started with JavaScript Data and Decisions From DHTML to DOM
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Scripting HTML5 and JavaScript Presentation and Behavior (CSS and Event Handling) Common Uses of JavaScript: Image and Windows JavaScript and User Integration: Navigation and Forms Back-End Interaction with Ajax and Node.js Data Validation Techniques Modern JavaScript Case Study: A Dynamic Gallery Using Third- Party JavaScript Appendix A: Debugging JavaScript	captivating applications About This Book Learn how to develop modular, scalable, maintainable, and adaptable web applications by taking advantage of TypeScript Explore techniques to use TypeScript alongside other leading tools such as Angular 2, React, and Node.js Focusing on design patterns in TypeScript, this step-by-step guide demonstrates all the important design patterns in practice Who This Book Is For This Learning Path is for intermediate-level JavaScript	developers who want to use TypeScript to build beautiful web applications and fun projects. No prior knowledge of TypeScript is required, but a basic understanding of jQuery is expected. This Learning Path is also for experienced TypeScript developers who want to take their skills to the next level, and also for web developers who wish to make the most of TypeScript. What You Will Learn Understand the key TypeScript language features and runtime Install
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and configure the necessary tools in order to start developing an application	dependencies	the ins-and-outs of
Create object-oriented code that adheres to the SOLID principles	Develop high performance server-side applications to run within Node.js	TypeScript for building more robust software.
Develop robust applications with testing (Mocha, Chai, and SinonJS)	In Detail	The first module gets you started with TypeScript and helps you understand the basics of TypeScript and automation tools.
Apply GoF patterns in an application with a testing approach	TypeScript is an open source and cross-platform typed superset of JavaScript that compiles to plain JavaScript that runs in any browser or any host.	Get a detailed description of function, generics, callbacks, and promises, and discover the object-oriented features and memory management functionality of TypeScript.
Identify the challenges when developing an application	TypeScript adds optional static types, classes, and modules to JavaScript, to enable great tooling and better structuring of large JavaScript applications.	The next module starts by explaining the current challenges when designing and developing an application and
Migrate JavaScript codebases to TypeScript to improve your workflow	Through this three-module learning path, you'll learn	
Utilize SystemJS and Webpack to load scripts and their		

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how you can solve these challenges by applying the correct design pattern and best practices. You will be introduced to low-level programming concepts to help you write TypeScript code, as well as working with software architecture, best practices, and design aspects. The final module will help you build a complete single page app with Angular 2, create a neat mobile app using NativeScript, and even build a Pac Man game with TypeScript. As if the fun wasn't enough, you'll also

find out how to migrate your legacy codebase from JavaScript to TypeScript. By the end of this Learning Path, you will be able to take your skills up a notch and develop full-fledged web applications using the latest features of the TypeScript. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Learning TypeScript by Remo H. Jansen TypeScript Design Patterns by Vilic Vane TypeScript

Blueprints by Ivo Gabe de Wolff Style and approach This is a step-by-step, practical guide covering the fundamentals of TypeScript with practical examples. The end-to-end projects included in this book will give you ready-to-implement solutions for your business scenario, showcasing the depth and robustness of TypeScript.

[6 JavaScript Projects](#) John Wiley & Sons For JavaScript developers working on increasingly large and

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complex projects, effective automated testing is crucial to success. Test-Driven JavaScript Development is a complete, best-practice guide to agile JavaScript testing and quality assurance with the test-driven development (TDD) methodology. Leading agile JavaScript developer Christian Johansen covers all aspects of applying state-of-the-art automated testing in JavaScript	environments, walking readers through the entire development lifecycle, from project launch to application deployment, and beyond. Using real-life examples driven by unit tests, Johansen shows how to use TDD to gain greater confidence in your code base, so you can fearlessly refactor and build more robust, maintainable, and reliable JavaScript code at lower cost. Throughout, he addresses crucial issues	ranging from code design to performance optimization, offering realistic solutions for developers, QA specialists, and testers. Coverage includes • Understanding automated testing and TDD • Building effective automated testing workflows • Testing code for both browsers and servers (using Node.js) • Using TDD to build cleaner APIs, better modularized code, and more robust software • Writing
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<p>testable code • Using test stubs and mocks to test units in isolation • Continuously improving code through refactoring • Walking through the construction and automated testing of fully functional software The accompanying Web site, <a href="http://tddjs.com">tddjs.com</a>, contains all of the book 's code listings and additional resources.</p> <p><u>You Don't Know JS Yet</u> Apress</p> <p>JavaScript lies at the heart of almost every modern web</p>	<p>application, from social apps to the newest browser-based games. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. Eloquent JavaScript, 2nd Edition dives deep into the JavaScript language to show you how to write beautiful, effective code. Author Marijn Haverbeke immerses you in example code from the start,</p>	<p>while exercises and full-chapter projects give you hands-on experience with writing your own programs. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn: The essential elements of programming, including syntax, control, and dataHow to organize and clarify your code with object-oriented and functional programming</p>
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techniquesHow to recursion and  
script the browser and  
make basic web applicationsHow  
to use the DOM effectively to  
interact with browsersHow to  
harness Node.js to build servers  
and utilities This edition is  
thoroughly revised and  
modernized to reflect the  
current state of JavaScript and  
web browsers, with brand-new  
material, such as a chapter on  
code performance in  
JavaScript, and expanded  
coverage of

closures. All source code is  
available online in an interactive  
sandbox, where you can edit the  
code, run it, and see its output  
instantly. Isn't it time you became  
fluent in the language of the  
Web?

**Test-Driven  
JavaScript  
Development** No  
Starch Press  
Learn agile  
JavaScript web  
development using  
the latest cutting-  
edge front-end and  
back-end  
technologies  
including Node.js,  
MongoDB,  
Backbone.js,  
Parse.com,  
Heroku, and

Microsoft Azure.

Using a key project  
example of a  
message board  
app, you will learn  
the foundations of a  
typical web  
application: fetching  
data, displaying it,  
and submitting new  
data. Practical  
examples of the app  
build are provided  
with multiple  
technologies and all  
code examples are  
in full color. This  
book will save you  
many hours by  
providing a hand-  
picked and tested  
collection of quick  
start guides that will  
enable you to spend  
less time learning  
and more time  
building your own  
applications.  
Completely updated  
for this second  
edition, Full Stack  
JavaScript uses  
current versions of



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all technologies, including ES6/ES2015 and the latest versions of Node and npm. Prototype fast and ship code that matters! What You'll Learn Use a collection of quick start guides, tutorials, and suggestions, to enhance several development apps Review virtually all setup and deployment step-by-step. Work with Chat web/mobile applications Put front-end and back-end components together and deploy them to production environment Who This Book Is For Programmers who want to learn more about effective JavaScript coding

Get Programming with JavaScript  
No Starch Press  
It's easy to learn parts of JavaScript, but much harder to learn it completely—or even sufficiently—whether you're new to the language or have used it for years. With the "You Don't Know JS" book series, you'll get a more complete understanding of JavaScript, including trickier parts of the language that many experienced JavaScript programmers

simply avoid. The series' first book, Up & Going, provides the necessary background for those of you with limited programming experience. By learning the basic building blocks of programming, as well as JavaScript's core mechanisms, you'll be prepared to dive into the other, more in-depth books in the series—and be well on your way toward true JavaScript. With this book you

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will: Learn the essential programming building blocks, including operators, types, variables, conditionals, loops, and functions Become familiar with JavaScript's core mechanisms such as values, function closures, this, and prototypes Get an overview of other books in the series—and learn why it's important to understand all parts of JavaScript

**Maintainable JavaScript**

"O'Reilly Media, Inc."  
Take advantage of JavaScript's power to build robust web-scale or enterprise applications that are easy to extend and maintain. By applying the design patterns outlined in this practical book, experienced JavaScript developers will learn how to write flexible and resilient code that's easier—yes, easier—to work with as your code base grows. JavaScript may be the most essential web programming language, but in

the real world, JavaScript applications often break when you make changes. With this book, author Eric Elliott shows you how to add client- and server-side features to a large JavaScript application without negatively affecting the rest of your code. Examine the anatomy of a large-scale JavaScript application Build modern web apps with the capabilities of desktop applications Learn best practices for code organization, modularity, and reuse Separate your application

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into different layers of responsibility	server to mobile—and now you, too, need to learn the language or dive deeper than you have. This concise book guides you into and through JavaScript, written by a veteran programmer who once found himself in the same position.	productive right away. More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth.
Build efficient, self-describing hypermedia APIs with Node.js Test, integrate, and deploy software updates in rapid cycles Control resource access with user authentication and authorization		Complete contents include:
Expand your application's reach through internationalization		JavaScript quick start: Familiar with object-oriented programming?
<u>Full Stack</u>	Speaking	
<u>JavaScript</u>	JavaScript helps	This part helps
<u>Development</u>	you approach the	you learn
<u>With MEAN</u>	language with	JavaScript
Packt Publishing Ltd	four standalone	quickly and
Like it or not,	sections. First, a	properly.
JavaScript is	quick-start guide	JavaScript in
everywhere	teaches you just	depth: Learn
these days—from	enough of the	details of
browser to	language to help	ECMAScript 5,
	you be	from syntax,

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variables, functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in. Background: Understand JavaScript's history and its relationship with other programming languages. Tips, tools, and libraries: Survey existing style guides, best practices, advanced techniques, module systems, package managers, build tools, and

learning resources. **JavaScript for Absolute Beginners** "O'Reilly Media, Inc." Get to the forefront of server-side JavaScript programming by writing compact, robust, fast, networked Node applications that scale. Ready to take JavaScript beyond the browser, explore dynamic languages features and embrace evented programming? Explore the fun, growing

repository of Node modules provided by npm. Work with multiple protocols, load-balanced RESTful web services, express, 0MQ, Redis, CouchDB, and more. Develop production-grade Node applications fast. JavaScript is the backbone of the modern web, powering nearly every web app's user interface. Node.js is JavaScript for the server. This book shows you how to develop small, fast, low-

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profile, useful, networked applications. You'll write asynchronous, non-blocking code using Node's style and patterns. You'll cluster and load balance your services with Node core features and third-party tools. You'll work with many protocols, creating RESTful web services, TCP socket clients and servers, and more. This short book packs a hefty dose of Node.js. You'll test your code's functionality and

performance under load. You'll learn important aspects of Node development--from its architecture and core, to its ecosystem of third-party modules. You'll discover how Node pairs a server-side event loop with a JavaScript runtime to produce screaming fast, non-blocking concurrency. Through a series of practical programming domains, you'll use the latest available ECMAScript Harmony

features and harness key Node classes such as EventEmitter and Stream. Throughout the book, you'll develop real programs that are small, fast, low-profile, and useful. Get ready to join a smart community that's rapidly advancing the state of the art in web development. What You Need: Latest stable release of Node.js, this book was written with 0.12.x in mind. The 0MQ (ZeroMQ) library,

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version 3.2 or higher.

## **Full Stack**

**JavaScript** John

Wiley & Sons

Summary Get

Programming

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is a hands-on

introduction to

programming for

readers who

have never

programmed.

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your own web

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start writing your

own web apps,

games, and

programs?

You're in the

right place! Get

Programming

with JavaScript is

a hands-on

introduction to

programming for

readers who

have never

written a line of

code. Since

you're just

getting started,

this friendly book

offers you lots of

examples

backed by

careful

explanations. As

you go along,

you'll find

exercises to

check your

understanding

and plenty of

opportunities to

practice your

new skills. You

don't need any-

thing special to

follow the

examples—just

the text editor

and web browser

already installed

on your

computer. We

even give you

links to working

online code so

you can see how

everything

should look live

on your screen.

What's Inside All

the

basics—objects,

functions,

responding to

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users, and more Think like a coder and design your own programs Create a text-based adventure game Enhance web pages with JavaScript Run your programs in a web browser Four bonus chapters available online About the Reader No experience required! All you need is a web browser and an internet connection. About the Author John Larsen is a mathematics and computing teacher with an	interest in educational research. He has an MA in mathematics and an MSc in information technology. He started programming in 1982, writing simple programs for teaching mathematics in 1993, building websites in 2001, and developing data-driven web- based applications for education in 2006. Table of Contents PART 1 CORE CONCEPTS ON THE CONSOLE Programming, JavaScript, and	JS Bin Variables: storing data in your program Objects: grouping your data Functions: code on demand Arguments: passing data to functions Return values: getting data from functions Object arguments: functions working with objects Arrays: putting data into lists Constructors: building objects with functions Bracket notation: flexible property names PART 2 ORGANIZING YOUR PROGRAMS Scope: hiding
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run Modules:	browser Express:	features to reveal
breaking a	building an API	a subset of
program into	Polling: repeating	JavaScript that's
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working with data	XHR Socket.IO:	readable, and
Views: displaying	real-time	maintainable
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and views PART	<i>JavaScript</i>	whole—a subset
3 JAVASCRIPT	<i>Programming</i>	you can use to
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with JavaScript	and released in	abundance of
BONUS ONLINE	a hurry before it	good ideas that
CHAPTERS	could be refined.	make JavaScript



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an outstanding object-oriented programming language-ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making its popularity almost completely

independent of its qualities as a programming language. In JavaScript: The Good Parts, Crockford finally digs through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including: Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of

JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult any other JavaScript book. With JavaScript: The Good Parts, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to get Ajax

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to run fast. If you develop sites or applications for the Web, this book is an absolute must.

## **HTML5 Game Programming with enchant.js**

Packt Publishing Ltd

No matter how much experience you have with JavaScript, odds are you don't fully understand the language. As part of the "You Don't Know JS" series, this compact guide focuses on new features available in ECMAScript 6 (ES6), the latest version of the standard upon which JavaScript is built. Like other

books in this series, *You Don't Know JS: ES6 & Beyond* dives into trickier parts of the language that many JavaScript programmers either avoid or know nothing about. Armed with this knowledge, you can achieve true JavaScript mastery. With this book, you will: Learn new ES6 syntax that eases the pain points of common programming idioms Organize code with iterators, generators, modules, and classes Express async flow control with Promises combined with

generators Use collections to work more efficiently with data in structured ways Leverage new API helpers, including Array, Object, Math, Number, and String Extend your program's capabilities through meta programming Preview features likely coming to JS beyond ES6 [JavaScript and jQuery](#) Simon and Schuster

What will you learn from this book? This brain-friendly guide teaches you everything from JavaScript language fundamentals to advanced topics, including objects, functions, and the

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browser's document object model. You won't just be reading—you'll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript in ways you never imagined. And you'll write real code, lots of it, so you can start building your own web applications. Prepare to open your mind as you learn (and nail) key topics including: The inner details of JavaScript How JavaScript works with the browser The secrets of JavaScript types Using arrays The power of functions How to work with objects Making use of prototypes Understanding closures Writing	and testing applications What's so special about this book? We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First JavaScript Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep. This book replaces Head First JavaScript, which is now out of print. <b>Web Development with MongoDB and Node.js</b> SitePoint Pty Ltd HTML5 Game Programming with enchant.js gives	first-time programmers of all ages the tools to turn their video game ideas into reality. A step-by-step guide to the free, open-source HTML5 and JavaScript engine enchant.js, it is ideally suited for game fans who have always wanted to make their own game but didn't know how. It begins with the foundations of game programming and goes on to introduce advanced topics like 3D. We live in an age where smartphones and tablets have made games more ubiquitous than ever. Based around HTML5, enchant.js is ideally suited for aspiring game programmers who
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have always been intimidated by code. Games written using `enchant.js` take only a few hours to write, and can be played in a browser, iOS, and Android devices, removing the stress of programming to focus on the fun. Discover the joy of game development with `enchant.js`. Provides a comprehensive, easy guide to game programming through `enchant.js`. Gives aspiring game developers a tool to realize their ideas. Introduces readers to the basics of HTML5 and JavaScript programming.

JavaScript: The Good Parts  
O'Reilly Media  
Why reinvent the

wheel every time you run into a problem with JavaScript? This cookbook is chock-full of code recipes for common programming tasks, along with techniques for building apps that work in any browser. You'll get adaptable code samples that you can add to almost any project--and you'll learn more about JavaScript in the process. The recipes in this book take advantage of the latest features in ECMAScript 2020 and beyond and use modern JavaScript coding standards. You'll learn how to: Set

up a productive development environment with a code editor, linter, and test server. Work with JavaScript data types, such as strings, arrays, and `BigInts`. Improve your understanding of JavaScript functions, including arrow functions, closures, and generators. Apply object-oriented programming concepts like classes and inheritance. Work with rich media in JavaScript, including audio, video, and SVGs. Manipulate HTML markup and CSS styles. Use

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JavaScript anywhere with Node.js Access and manipulate remote data with REST, GraphQL, and Fetch Get started with the popular Express application-building framework Perform asynchronous operations with Promises, async/await, and web workers JavaScript Cookbook "O'Reilly Media, Inc." ECMAScript 6 represents the biggest update to the core of JavaScript in the history of the language. In Understanding

ECMAScript 6, expert developer Nicholas C. Zakas provides a complete guide to the object types, syntax, and other exciting changes that ECMAScript 6 brings to JavaScript. Every chapter is packed with example code that works in any JavaScript environment so you'll be able to see new features in action. You'll learn: –How ECMAScript 6 class syntax relates to more familiar JavaScript concepts –What makes iterators and generators useful –How arrow functions differ from regular

functions –Ways to store data with sets, maps, and more –The power of inheritance –How to improve asynchronous programming with promises –How modules change the way you organize code Whether you're a web developer or a Node.js developer, you'll find Understanding ECMAScript 6 indispensable on your journey from ECMAScript 5 to ECMAScript 6. Eloquent JavaScript, 3rd Edition No Starch Press An example-driven guide

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covering modern native desktop ap apps is smoother  
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secure, and all about cutting JavaScript. You'll  
scalable apps through the work with  
Key complexities in Node.js and  
FeaturesDiscover different layers of learn how to  
r effective a web app and build web apps  
techniques for building services without a  
accessing DOM, and APIs that framework. The  
minimizing improve the book consists of  
painting, and speed and three hands-on  
using a V8 performance of examples that  
engine to your apps on the help you  
optimize JavaScr browser. With understand  
iptUnderstand emerging web JavaScript  
what makes the technologies, applications at  
web tick and building scalable both the server-  
create apps that websites and side and the  
look and feel like sustainable web client-side using

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Node.js and Svelte.js. Each chapter covers modern techniques such as DOM manipulation and V8 engine optimization to strengthen your understanding of the web. Finally, you'll delve into advanced topics such as CI/CD and how you can harness their capabilities to speed up your web development dramatically. By the end of this web development book, you'll have understood how the JavaScript

landscape has evolved, not just for the frontend but also for the backend, and be ready to use new tools and techniques to solve common web problems. What you will learnExplore Vanilla JavaScript for optimizing the DOM, classes, and modules, and querying with jQueryUnderstand immutable and mutable code and develop faster web appsDelve into Svelte.js and use it to build a complete real-time Todo

appBuild apps to work offline by caching calls using service workersWrite C++ native code and call the WebAssembly module with JavaScript to run it on a browserImplement CircleCI for continuous integration in deploying your web appsWho this book is for This JavaScript book is for web developers, C/C++ programmers, and anyone who wants to build robust web applications using advanced web

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technologies.  
This book  
assumes a good  
grasp of Vanilla  
JavaScript and  
an understanding  
of web  
development  
tools, such as  
Chrome  
Developer tools  
or Mozilla's  
developer tools.  
Eloquent  
JavaScript, 2nd  
Ed. Apress  
"Writing  
readable  
code"--Cover  
**You Don't Know**  
**JS: ES6 & Beyond**  
DigitalOcean  
Completely revised  
and updated, this  
best-selling  
introduction to  
programming in  
JavaScript focuses  
on writing real

applications.  
JavaScript lies at  
the heart of almost  
every modern web  
application, from  
social apps like  
Twitter to browser-  
based game  
frameworks like  
Phaser and  
Babylon. Though  
simple for beginners  
to pick up and play  
with, JavaScript is a  
flexible, complex  
language that you  
can use to build full-  
scale applications.  
This much  
anticipated and  
thoroughly revised  
third edition of  
Eloquent JavaScript  
dives deep into the  
JavaScript  
language to show  
you how to write  
beautiful, effective  
code. It has been  
updated to reflect  
the current state of  
JavaScript and  
web browsers and

includes brand-new  
material on features  
like class notation,  
arrow functions,  
iterators, async  
functions, template  
strings, and block  
scope. A host of  
new exercises have  
also been added to  
test your skills and  
keep you on track.  
As with previous  
editions, Haverbeke  
continues to teach  
through extensive  
examples and  
immerses you in  
code from the start,  
while exercises and  
full-chapter projects  
give you hands-on  
experience with  
writing your own  
programs. You start  
by learning the  
basic structure of  
the JavaScript  
language as well as  
control structures,  
functions, and data  
structures to help  
you write basic



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programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to: -

- Understand the essential elements of programming, including syntax, control, and data -
- Organize and clarify your code with object-oriented and functional programming techniques -
- Script the browser and make basic web applications -
- Use the DOM effectively to interact with browsers -
- Harness Node.js to build servers and utilities

Isn't it time you became fluent in the language of the Web? \* All source code is available online in an inter-active sandbox, where you can edit the code, run it, and see its output instantly.